

The
Last
Ninja™

Command Card

For Commodore® 64™ and 128™ Computers

ACTIVISION.

The Last Ninja™

Credits

The Last Ninja was programmed for the Commodore 64 and 128 computers by John Twiddy.

Graphics by Hugh Riley.

Music and sound effects by Ben Dagleash and Anthony Lees.

Produced by J. David Koch.

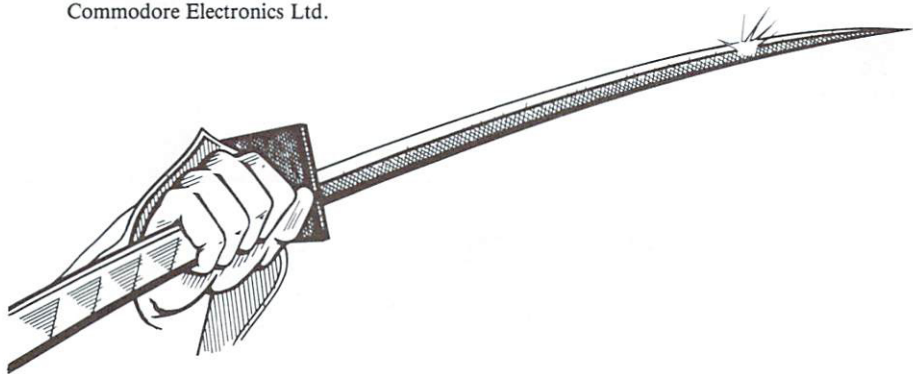
Special thanks to Kelly Zmak, Nicky Robinson, Richard Antaki, Avril Harrelson, and Paul Riechie.

Revenger's Pathbook by Paula Polley. Editorial management by Laura Singer. Production management by Nancy Waisenau. Production by GlennHills Graphics Co.

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Making Preparations

Loading the Commodore 64:

1. Turn on your computer and disk drive.
2. Insert your *The Last Ninja* disk in your disk drive with side 1 (the label side) up.
3. Plug a joystick into port 2.
4. Type **LOAD "*",8,1** and press **RETURN**. After a short wait the title screen will appear.
5. Center the joystick, then press the joystick button to start your quest.

Loading the Commodore 128:

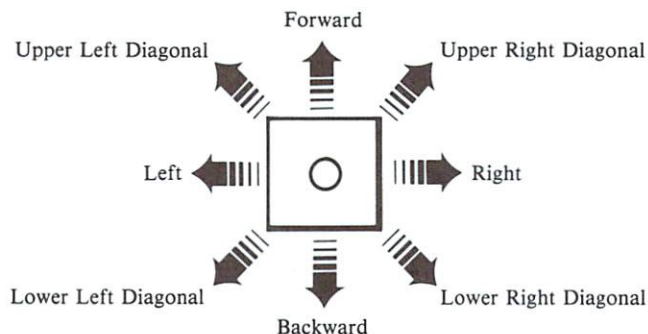
1. Turn on your disk drive.
2. Insert your *The Last Ninja* disk in your disk drive with side 1 (the label side) up.
3. Plug a joystick into port 2.
4. Turn on your computer. After a short wait the title screen will appear.
5. Center the joystick, then press the joystick button to start your quest.

NOTE: You may, at times, be instructed to turn over *The Last Ninja* disk; after doing so, press the joystick button to continue.

Making Your Moves

The lifelike movements of the Last Ninja are probably some of the most realistic you've ever encountered in a game designed for your Commodore system. Consequently, your joystick maneuvers must be some of the most sensitive you've ever executed.

It is therefore recommended that you study the following section carefully, then spend some time practicing your moves *before* you venture down the pathways of Lin Fen.



Basic Moves

The Last Ninja moves in three dimensions — as opposed to the one flat dimension you may have experienced in other action games. So when you move him forward, backward, right, or left, the direction he goes is relative to the direction he's facing at the time you initiate the move.

To change the direction the Last Ninja is facing, roll through all the joystick positions until he is facing in the desired direction.

To run forward, backward, right, or left, push the joystick diagonally in the direction you want to go.

For precise positioning on the pathway, move the joystick forward, backward, right, or left.

To search for an item, face the Ninja in the direction of the object, hold down the joystick button, and push the joystick diagonally.

REMEMBER: All the maneuvers above are relative to the direction the Ninja is facing when you initiate the move.

Fighting without a Weapon

These are defensive moves you can make if you *don't* have a weapon. You can also duck and kick if you *do* have a weapon.

To duck an opponent's blow, hold down the joystick button and push the joystick diagonally.

To punch, hold down the joystick button and push the joystick forward or to the right or left.

To kick, hold down the joystick button and pull the joystick backward.

Fighting with a Sword or Staff

The following maneuvers are specific to using a sword or staff:

To stab your opponent's torso, hold down the joystick button and push the joystick to the right.

To stab your opponent in the head, hold down the joystick button and push the joystick forward.

To slash your opponent, hold down the joystick button and push the joystick to the left.

To block an opponent's blow, hold down the joystick button and push the joystick diagonally.

Fighting with Numchukas

The following maneuvers are specific to fighting with numchukas:

To block an opponent's blow, hold down the joystick button and push the joystick diagonally.

To strike your opponent head on, hold down the joystick button and push the joystick to the right.

To slash your opponent, hold down the joystick button and push the joystick to the left.

Throwing the Shuriken or Smoke Bomb

When using the shuriken or smoke bomb, all moves are the same as described above except for the following:

To throw, hold down the joystick button and push the joystick to the right or left.



Performing Somersaults

Somersaults are a very important part of your success on the Island of Lin Fen because they're used in two different ways: as a defensive move and as a way to surmount obstacles. In each case the procedure for performing the somersault is slightly different.

Using somersaults in combat

To use a somersault as a defensive move in combat, you must first be *running forward*. Use the following procedures:

To perform a long somersault, hold the joystick forward and press the joystick button while running.

To perform a somersault of moderate distance, hold the joystick in a diagonal position and press the joystick button while running.

To perform a short somersault, hold the joystick to the right or left and press the joystick button while running.

Using somersaults to surmount an obstacle

When performing a somersault to overcome an obstacle — for example, to jump from stone to stone when crossing a river or stream — you must start from a stationary position. Position the Ninja carefully at the point from which you wish to somersault and follow these procedures:

To perform a long somersault, hold down the joystick button, then move the joystick forward or backward.

To perform a somersault of moderate distance, hold down the joystick button, then push the joystick diagonally.

To perform a short somersault, hold down the joystick button, then push the joystick to the right or left.

Selecting Objects and Weapons

To search for and pick up items, face the Ninja in the direction of the object. Then hold down the joystick button and push the joystick diagonally.

NOTE: To obtain an item, the Ninja's hand must touch it.

To select a weapon, while the Ninja is stationary, press the space bar to cycle through your weapons until the one you want is pictured in the box labeled **USING** on the right side of the screen.

To select any other object, press **F3** or **F5** to cycle through your objects until the one you want is pictured in the box labeled **HOLDING** on the right side of the screen.

Stopping the Quest

To pause the action, press **F7**. To resume play, press **F7** again.

To turn the sound on or off, press **F1**.

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DD-157-09